

Middle-earth Quest™

MINES OF MORIA

A 101 ADVENTURE

By John M. Ford, Editor
Illustrated by Michael R. Scott

THE CHARTER OF FREEDOM



1844

THE GREAT
HALL



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The War of the Ring is over, but the evils of the past linger. Brann, a Dwarf whose family falls from Moria, asks you to undertake a dangerous quest in the long-abandoned caves of Moria. Has a document, which proves the family's claim to lands usurped by a wicked rival. Can you retrieve it? The family wishes to regain its dignity, honor, and wealth, any riches found along the way are yours. Word of this mission, however, has reached the Dwarf lawyer who threatens to kill anyone threatening his client. Can you outwit the schemes, restore the family lands, and seize a fortune all your own? YOU control your destiny in the danger-filled third gamebook of the MIDDLE-EARTH QUEST™ series!

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